

ST REPORT WEEKLY ONLINE MAGAZINE

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PUBLISHER
Ron Kovacs

MANAGING EDITOR
R.F.Mariano

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ST REPORT EDITOR: Thomas Rex Reade

Headquarters Bulletin Boards

ST Report North
201-968-8148

ST Report Central
216-784-0574

ST Report South
904-786-4176

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Serving you on: Comp-u-serve - Delphi - GENie

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:SPECIAL ANNOUNCEMENT:

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AMERICAN PUBLISHING ENTERPRISES INC.
is proud to announce
THE PREMIER ISSUE OF
AMIGA REPORT

Amiga Report Editor is Henry T. Colonna

Please check the Amiga area of your favorite service for this FIRST
issue Vol 1 Issue 1.

ST REPORT - PC REPORT - AMIGA REPORT - MAC REPORT (c)'88 APEInc.

From the Publisher's Desk:

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During the past week I read a number of recent ST oriented magazines and,
I might add, thoroughly enjoyed them all. I did however, take exception
to one editorial. I would like to comment about it at this time.

I find difficult to believe a "leader" in the Atari ST Userbase could possibly find a way to justify complacency through the use of fear tactics. It is hardly possible to "wish" anything into reality. It is most definitely possible to observe the course of events and offer constructive criticism for the ultimate benefit of all concerned.

Would the Atari userbase be better served by an attitude of Robotron is good, therefore all is ok? Not hardly! I respectfully submit, that a "bury our heads in the sand", attitude would surely hasten any dire predictions to an occurrence we would all regret. An image change can be achieved in a very short time, ask any politician.

Atari needs to be the leader in the Atari world, they have yet to assume this posture, if and when they do, we will find a great deal has improved for all parties concerned ...the users, developers, programmers and dealers. Until that time, it is our responsibility, not only to Atari but to all concerned, to continue to bring forward the views and thoughts pulsing through the ATARI WORLD for all to consider. We at ST Report absolutely refuse to journey to La-La land.

Ron Kovacs

From the Managing Editor's Desk:
=====

I had the extreme pleasure of attending the SCOUT WORLD 88 SHOW in held at the Jacksonville Naval Air Station, Jacksonville, Florida on May 21-22, there were 162,00 in attendance and in my opinion, it was simply terrific.

I participated in the ST JAUG booth and from 8:30am to 6:pm, the spectators at the ST JAUG Atari booth were three and four people deep! There was plenty of Atari literature (from Atari Corp.) and the BEST part was watching the amazement on the faces of the people when they saw the MacIntosh and IBM software being demonstrated on the 1040ST Atari Computers....some of the comments were, "that's fantastic", "I thought Atari was only a game machine", "HOW MUCH?"....needless to say, this is nothing new to the owners of ST computers we hear this all the time from most anybody who sees the mighty ST in operation for the first time.

ST JAUG is ST Jacksonville Atari Usergroup, they really had the show wrapped up tight. The Naval Commander in charge of the whole shibang expressed it quite eloquently when he said, while sitting at one of the keyboards himself, "You guys stole the show!....will you be back next year?"

A few comments are in order here and, I direct them to Atari, please take note of the basic message here, There were first of all, other computers at this show and even the fellows from those displays came over to the Atari display and remarked about how IMPRESSIVE the Atari show was... in fact, they (ST JAUG) had forty feet of computers running! The most important fact is that most folks didn't even know Atari existed outside of the 2600 - 5200 world! When they saw these machines in action, a typical remark was, "did they just come out with this?".

In my opinion, the market for Atari in the USA is a sleeping GIANT and

when Atari decides to awaken this market with some REAL advertising, mail order sales and specialty dealer sales correctly coordinated, ATARI will first become a real force in the computing world.

Anybody wishing to contact ST JAUG may do so by mail, at PO Box 6672, Jacksonville, Fla. 32236-6672.

ST Report maintains an area on GENie in category 22 for your comments. You may also leave E-Mail on CIS and Delphi.

R.F. Mariano

ST REPORT ART WORK CONTEST

THE JUDGES LIST

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Service	Name
=====	=====
CIS	Ron Luks
CIS	Dan Rhea
CIS	Mike Schoenbach
Delphi	Clayton Walnum
Delphi	Charles Bachand
Delphi	Maurice Molineux
GENie	Darlah Hudson
GENie	Fred Beckman
GENie	Sandy Wilson

ST-Report Official Contest Rules

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No purchase necessary.

Deadline for consideration in this contest is midnight August 31, 1988.

Winners will be announced in ST-Report on September 12, 1988. We guarantee to award all prizes. The prize list will be announced during the contest.

All readers are eligible to enter except employees of APEInc. Publishing, CompuServe, GENie, Delphi and their immediate families.

This contest void where prohibited or restricted by law. We are not responsible for lost, miss-marked, or delayed art/work.

All submissions must be drawn with any Atari ST drawing program.

All submissions must be drawn by the original artist. Copyrighted art work will not be accepted.

All submissions become the property of APEInc.

All submissions must be up loaded to specified BBS systems by the deadline date. All systems have time and date stamping capability. Any entry dated after 8/31/88 will be void from the contest.

Art Work Requirements

All art work considered for this contest must be drawn with any Atari ST drawing program.

Any person submitting art work must leave an address, telephone number, and drawing program used.

Art work must contain the following:

ST-REPORT

The winning entry will be used at a later date for a newsletter or magazine cover.

Where to Send

All art work may be up loaded to the following systems.

Syndicate BBS (201) 968-8148
Bounty ST BBS (904) 786-4176

Entries by mail are also permitted. Be sure to use a 3.5 floppy S/S!
You may send to:

ST-Report Logo Contest
Post Office Box 74
Middlesex, New Jersey 08846-0074

(Please include your name, address and telephone number)

Updates

This contest will update up loading areas every two weeks. Contest rules will not be changed, but judges may be added during the run of the contest.

Current judge listing will be published next week.

This contest commences May 2, 1988 and will end Midnight August 31, 1988.

If you have any questions, Please leave email on the services at the following addresses:

CompuServe: 71777,2140
GEnie : ST-REPORT
: R.KOVACS
DELPHI : RONKOVACS
The Source: BDG793

Rules and Regulations:

- 1). Use any full color program written exclusively for the ST to draw your own personal design of an ST-Report logo.
- 2). Art work ported over from any other computer is void.
- 3). No X-rated art work will be accepted.
- 4). Winners will be announced by mail, email, phone call or equivalent on or before September 12, 1988.
- 5). Judges decisions are final.

CLOSING DAY, SPRING '88 COMDEX
=====

by Andrew Reese START Editor
ANTIC (c)1988

(Atlanta, Georgia, May 13, 1988) The numbers held up well as the Spring, 1988 version of Comdex came to a close. Floor traffic stayed high and the Atlanta airport resembled Manhattan at rush hour. There was general agreement that the hottest item shown at Comdex was a new Dell PS/2 clone and the hottest give away was a yellow nylon bag with a logo of "Wing Z," a new Mac II integrated spreadsheet package. The WingZ pavilion with their flashy Leonard Nimoy-narrated laser, sound and light show was just across the way from the Atari booth and the lines stayed long for the entire show.

MIDI software publishers were well represented in the Atari booth itself with Hybrid Arts, Dr. T, Passport, Sonus and Midisoft all showing their wares. Announced today by Frank Foster of Hybrid Arts is their new ADAP II. To be shown in June at the Consumer Electronics Show (CES), ADAP II, which stands for Analog-to-Digital Audio Processor, is the first Random Access Editing System for Digital Audio Tapes (DAT). It will be available this summer and carries a \$3,000 price tag for the hardware and software package. It requires a minimum of 1 meg of RAM in an ST (or a Mega, of course) and a Hard Drive. The hardware consists of the sampler and a coprocessor box. Just like the present ADAP, it allows 80 seconds of stereo to be stored in a digital form on a 20 Meg hard drive. A truly professional package and the first allowing DAT editing...and only on the ST!

A.L. Hospers Jr. of Dr. T's was demonstrating their Multi-Program Environment (MPE) system for MIDI. It's a shell for Dr. T's line of MIDI software, but it's more than just a shell, because it allows for interactive data sharing among the programs. Version 1.6 of the Keyboard Controlled Sequencer (KCS) is shipping now at \$249 with MPE and new edit features. You can play around with 55,000 notes in a one meg ST and still have a sequencer, MPE and three patch editors in RAM at the same time, but if you want to add in Dr. T's impressive scoring software, better have more than 2 megs of RAM. All in all, a very powerful and impressive package.

Passport's Master Tracks Pro Version 2.1 was unveiled at Comdex. With enhancements over their already powerful Version 2.0, Passport remains in

the hunt for ST MIDI leadership. Master Tracks uses a unique interface for editing and allows the musician to lay down up to 64 tracks. Watch for new developments from Passport in the very near future.

Superscore, the 32-track sequencer and scoring program from Sonus, made its first Comdex appearance. This is a powerful program designed to let the musician polish his/her work and then print out a finished score on an Epson-compatible printer. It's priced at \$249 and shipping now.

Midisoft Corp. showed their Advanced Edition of Midisoft Studio, due for June release. Midisoft has added new event editing features, programmable tempo changes and support for the emerging standard MIDI file format, while still retaining the clarity for which the Standard Edition has become known. Only \$149.

An editorial aside here: your editor doesn't come from a MIDI background. In fact, many who know me would say that I don't even come from a musical background. But be that as it may, seeing these five fine packages side-by-side impressed me with three things. First, they each use a distinctive approach to the tasks, so that whichever interface you prefer and whatever your needs, one of these packages will fill the bill. Second, I was impressed by the level of activity in this segment of the ST market; the ST has forged into the overall lead in the MIDI industry in no small measure due to the efforts of these and other inventive ST publishers. Finally, I was struck by the incredible power these packages give the musician or even non-musician. I think that even I could knock out something listenable with one of these -- and that's no small accomplishment. Cheers for these guys who have made a name for the ST.

There were a number of new printers at the show. The trend continues to be more power for less money as prices for 24-pin printers drop below the \$500 level. But the most spectacular printer at the show had to be the new Tektronix 4693D, a full-color wax printer that produced thick, but gorgeous pictures. Unfortunately, the price was \$8,495...and Tektronix has produced drivers only for the IBM, Mac and Amiga so far. I'm sure that an ST driver could be produced without too much trouble, if the ST market would support it. We'll just have to see what happens as Atari increases its push into the business markets.

Well, that's about it from Atlanta. There were more booths and more products than one person could possibly see in four days, so I'm sure that I missed a few. But my feet will vouch for what I hope was a valiant effort! It was a success as far as lining up some good writers for the pages of START and Antic, however.

Watch for the likes of George Miller (formerly of the now defunct Compute's ST magazine), Denis Labreque (one of Passport's musical geniuses) and Kenneth George (wizard of the ST Accelerator) to grace our pages in the months to come. And oh, did we find some great topics to cover! Like...well, we better just keep things under wraps for now.

Reading Atari Around
=====

By Bob Rosendale

What do all the following user groups have in common?

- * Cascades Atari Computer Enthusiasts (CACE)
- * Capitol Hill Atari Owners Society (CHAOS)
- * Gemesee Atari Group (GAG)
- * Greater Kalamazoo Atari Users Group (GKAUG)
- * Great Lakes Atari ST Support (GLASS)
- * Grand Rapids Atari Systems Supporters (GRASS)
- * Michigan Atari Computer Enthusiasts (MACE)
- * Tri-City Atari Group (TAG)
- * Washtenaw Atari User Group (WAUG!)

Other than all being located in Michigan, they have "joined forces", at least their newsletters have, under a collective umbrella of MICHIGAN ATARI MAGAZINE (MAM), published monthly by Unicorn Publications, 3487 Braeburn Circle, Ann Arbor, Michigan 48108.

Patricia and Bill Rayl (Managing Editor and Editor respectively), do more than just collect, edit and format each user groups newsletter into the magazine. Besides ST and 8-bit software/hardware reviews, there are regular features "From the Reader's Viewpoint", "Atari News and Comment", "Flying the ST", "Learning Telecommunications Bit by Bit" and "Last Hacks".

Subscriptions run \$18.00 a year (12 issues) or \$10.00 for six months. There is a \$2.00 cover price. Dues paying members of the listed user groups receive MAM as part of their membership, OR as one user group put it: "Check to see when your dues expire and calculate the number of months remaining and multiply it by .35" (I love computer math.)

A pleasant surprise were the number of advertisers. Expecting only to see local computer and software stores wanting user group members to flock to their locations, national advertisers out-numbered local ads. In the April '88 issue there were 5 local and 8 national advertisers. In the May '88 issue there were 7 local AND 11 national advertisers.

As a rabid advertisement reader I found a couple of national ads that I had not seen before, a company called IRRATA VERLAG offering two 8-bit products - No Thrills Interface - allows hookup of any IBM or compatible drive directly to a XL/XE computer, and a product called - Six System Box - also for the XL/XE allowing 8-bit users to run any of six chips installed in their computers at a flip of a switch.

The other advertiser is KOMPUTER KORRAL offering upgrades to the SF354 single sided drive. IRRATA VERLAG is located in Colorado Springs, CO and KOMPUTER KORRAL is located in Portales, NM. A local advertiser offers, for a fee, to a a computer club the rights to use a laser printer and a VHS video editing system, and offers technical support classes on "Introduction to the ST", MIDI Roundtable, Computer Graphics, and Desktop Publishing.

The covers of the April and May '88 were very pleasant to the eye. Done with a dot-matrix printer, the original art work was done by Steve Volker of the Tri-City Atari Group. Steve also has a company called GRAPHICOM ENTERPRISES that will "Create computer graphics to fill your every need." It is assumed that Steve did the smiling "I love my Atari" button and connect-the-dot puzzle as well as his own advertisement in the April issue.

Articles seem evenly divided between the ST and the 8-bit, a closer look

revealed 6 ST specific, 4 8-bit specific and 6 general articles in the April issue, but in the May edition there were 10 ST, 3 8-bit and 2 general articles (Reader mail and telecommunications). These are additional articles, not just the newsletters supplied by the member user groups, who do cover both the ST and the 8-bit happenings of their individual user group meetings.

After reading both the April and May issues of MAM from cover to cover (twice, the first time out of curiosity and suspense, the second time to engage in a - what would I have done if I were in charge - observation) I found just a couple of areas to comment on. Do the user groups publish a separate newsletter or do their members have to wait till MAM comes out each month? The reason for this question is that MACE has the largest content for their newsletter and specifically "Headache #69, parts II and III seemed out of place in MAM, why "yell" at your members in front of ALL the user groups? On the positive side the information provided on ANALOG and ST Log was presented fairly.

There was a bit of information about someone using ACTION! in writing a program and then porting it over to APPLE. If you look back at some old ANALOGs or ANTICs (1983) for the OSS (Optimized Systems) advertisements for ACTION! you will notice that ACTION! was advertised for \$99.00 for Commodore and Apple and it was just being released for the Atari line.

I took for granted that WAUG! stood for Washtenaw Atari User Group, since I saw Washenaw mentioned in the directions to the meetings, where as each of the other user group acronyms were spelled out.

The biggest PLUS that I liked about having multiple newsletters in MAM were all the names of the members that have been active in the individual clubs. Everyone likes to see their name in print and it helps new users connect names to faces when they have a problem.

Michigan Atari Magazine
A great way of "Keeping Atari Alive" in Michigan.

NORTH FLORIDA SCOUT-WORLD 88
=====

By: Roger D. Stevens

Saturday, May 21, 1988 was a landmark day for ST-JAUG, (ST Jacksonville Atari User Group). This would be our first full function computer show. The Commanding Officer of Jacksonville Naval Air Station has long been an ardent supporter of scouting. As such, he annually puts the entire facilities of his base at the disposal of the scouting community. The cause is a worthy one and helps to support disabled scouts.

ST-JAUG was invited to help in these efforts and to promote our favorite machines at the same time. Since many of our members are either active duty or retired military, we had access to the shakers and movers who put this event together. We were given an area among the displays to be set up in one of the hangars on base. Here we wanted to show off these machines and expose as many people as possible to the full capabilities of these systems.

When the big morning arrived, we showed up at the gate and were shown where our display was to be set up. The members trickled in a few at a time (its difficult to assemble that many people in one place at the same time). Tables were set up for us, electrical outlets were made available and there was even a phone line for us to use to show the myriad of possibilities of electronic communications. In fact, GENie assigned a * NO CHARGE * account # just for the occasion. This in itself was no simple task when you consider that the display was in the middle of a LARGE hangar normally used for aircraft maintenance. Everyone diligently set about unloading, carrying, and setting up equipment. Soon, the area looked like a mass of wires and cables, but the display was taking shape. I never really took a head count but, there must have been at least a twenty systems there, ranging from a 520 ST with one single-sided drive to 1040's with two drives and hard disks from 30 to 60 Megabytes.

"It was really something to behold"... all those systems lined up, booted up, and ready for the invasion that was to come! Visitors and scouts now began to trickle in and were drawn like magnets to our display area. Soon, we were literally awash in a sea of scouts, seems word of our display spread really FAST! For the major part of the day, we had people lined up eight to ten deep at every station, just waiting to get a chance to try the machines. The event was attended by over 160,000 people. I believe at least 80,000 of those saw our display and most of these people had to try the machines, at least once. We had produced, we were told, the biggest attraction in the entire display area (even bigger than Bill Elliot's NASCAR racing machine). Numerous rolls of film were shot by club members to document the day for us. I can't wait to see the pictures... some of the expressions and looks on the kid's faces, as they battled invaders to save the universe, were priceless. I think that we were as entertained watching the scouts as they were using the computers

We did have our apprehensive moments.... all those scouts walking up with various combinations of sodas, cotton candy, hot dogs, and pizza in their hands, coupled with the bumping, pushing, and shoving to get to the computers, made a few of us leave there a little grayer than when we arrived. There were no major disasters with the refreshments and ATARI Corp. should note that TIMEX watches have nothing on the ST. Talk about "Take a Licking and Keep on Ticking!!! Those ST Computers did us and ATARI proud that day!

The kids really loved all the games and graphics but that wasn't all we had going. One machine was writing poems for their girlfriends and parents, one was On-Line all day with the various commercial systems such as GENIE and DELPHI, another was running Time Works Desktop Publishing system with a 24 pin printer while others showed Word Perfect for the ST and SwiftCalc.

We demonstrated the IBM Emulator (PC-DITTO) and the Macintosh Emulator (MAGIC-SAC). People were really AMAZED to see such things as LOTUS 1-2-3 and MAC-PAINT running on an ST. No doubt, lots of people walked away from our display convinced that the ATARI name no longer meant "Game Machine" (although they are better at that than either IBM or APPLE). The biggest hit with the kids was the games (SURPRISE!!!) and personally, I got a lot of satisfaction at seeing their faces brighten up as they tried the games.

P.S. ----- We were IMMEDIATELY invited back to be a part of next year's SCOUT-WORLD at NAS Jacksonville. All of the military members involved are receiving letters of commendation from the C.O. and similar accolades will go to the non-military participants. WELL DONE!!!

A VISIT TO FEDERATED
=====

by: J.H.Lee

One of the items of interest in the Atari world was when Atari Corp. bought the Federated Group, a chain of stores that specializes in home electronics. Currently, Federated has 65, give or take a few, stores in California, Arizona, Texas, and Kansas.

Like most Atarians, I thought, "Oh, good!! This will really give Atari the opportunity to sell their computers in an excellent way."

I decided to check out a Federated store to see what they had. Lucky for me, I was in California at the time, attending school, and there just happened to be one near from where I was residing.

My eager anticipation to see the store sort of dwindled as soon as I saw the building. It looked dead. The large windows were all tinted, very dark, you could not see what was inside unless you were right in front of it. The building was all white and, had the Federated sign not been next to the parking entrance, one might think the place was one of those old vacant commercial rental buildings.

Anyway, I went in. It looked nice, but I wonder what they did with all the space. It wasn't exactly empty, just too many large gaps between the electronics on display. I saw all sorts of stereos, TV's, radios, etc. I checked the prices to see how competitive Federated was going to be.

I went up to a display case, where it had portable CD players and Walkmans. The prices were a little outrageous. No wait, it was really outrageous. A Sony CD Discman was selling for \$399! Granted, there are a lot of different types of models, but I know what they are. That same Discman I saw can be found for a lot less in catalog showrooms, like \$229. Hmmmm. Then I saw a Sony Walkman selling for \$179. It was a small unit, which offered stereo cassette player, FM/AM stereo, auto-reverse, Dolby B, metal tape capability. It also came with a nickel cadmium rechargeable battery with recharger (it runs on one AA battery). It was selling for \$189. \$189?!?! I have the same exact model, which I got on sale for \$120. I decided to heck with this and came for what I really wanted to see.

I walked over to the computer section. There were two 520 ST's on display, as well as a 1040ST. The latter had MIDI software in it, but there was nothing connected! There were also a 2600, 130XE, and XE Game System displayed, and even the new XF551 drive and SX-212 modem. There were a whole bunch of neatly stacked boxes of all the 8-bit hardware. But once again, some of the prices were off. They were selling leftover 800XL's, still in their boxes, for \$149. Huh? The XE Game System was

selling for the same price, and yet you would get a lot more for the money. The 130XE was selling for \$179, and I got mine for \$99 (through a special sale from a mail order company). The other Atari game machines (2600, 7800) were selling about \$10 more than let's say, at Toys R' Us. Ummm, what's going on? The XF-551 was selling for a whopping \$229, and well, I didn't bother to see the price of the SX-212.

Something was wrong, though, because apparently I was invisible to the store employees. No one came up to me and asked if I needed assistance. In fact, the store was practically empty with customers. I was there for at least a half hour, wandering around looking at this and that, but to no avail. It didn't really matter, I was only there to browse, not buy!

The software section had, shall we say, "fair" prices, and a "big" selection. Well, the Atari 8-bit software was mostly oldies for Atari Inc. Things like Pac-Man, Space Invaders, Pilot, etc. A tiny selection of new software was hidden in the mass. The ST software selection had a wider selection, so that was no problem.

Having decided I had enough and because I had to study for my next mid-term, I started to walk out. But as I was leaving, something caught my eye. It was another computer that I overlooked before. I looked at it warily, and couldn't believe my eyes. I came up closer to make sure I wasn't hallucinating. I rubbed my eyes to make sure dust wasn't obstructing my vision. I looked and double looked to see my fears come true. Right in front of me was an Amiga 500 computer!!!! An Atari owned store selling the competition's computer??? Aaarrrrggghhh!!!

And as the title character in the arcade game, Paperboy would say,
" Oh, man- that's BOGUS!

Ed. Note: 2 weeks after his visit it was reported that the prices in this store were completely readjusted by the "new" manager. The computer dep't had price cuts of up to 63 percent....

AN OPEN LETTER TO ATARI
=====

by T."Rex" Read

The time has come to take a look at what you (ATARI) are doing, you absolutely need to advertise on a NATIONAL basis,..ie... network TV, specialty magazines, local TV networks and begin to support the loyal usergroups that have promoted your products while you were so obviously absent from the public relations area.

Mail order sales handled properly can be the biggest sales tool you have. The United States is fast becoming a "shop at home country", you would be foolish to think that mail order would be detrimental to your image and anybody who would tell you this is attempting to sell the US market by 1960's standards!

A sample plan for controlling the marketing through both VAR and mail order is not the BIG task you would be led to believe!

First, a relatively simple method of checks and balances would have to

be put in place, you have more than half of it in place at this time.

a) Furnish a three or four part warranty ticket, (it would resemble a Visa or MasterCard form), one part goes to Atari at the time of sale to the customer, the other part, the customer fills in to activate the warranty, the third part, the dealer or mail order house keeps on file, the fourth part is for the customer to keep. This simple system would track the serial number and movement of a device. Atari could even have a fifth leaf to this form, removed at the time of shipping from Atari to the outlet.

b) Furnish to VAR and specialty dealers upgrade kits to allow in the field upgrades to various devices and allow a customer to obtain the same kit with a dealer authorization to perform the upgrade, the dealer would then send in the authorization to verify device# ???? was in fact, upgraded.

c) Place a discount CAP on all mail order sales, any MO house violating the cap would lose the privilege of selling Atari Products. These could be periodically checked by sampling the market through spot purchases.

d) Allow dealers to participate in a FULL CO-OP Ad campaigns, with the dealer allowed to choose the media used on the local level, after all, who would know better how to approach their own market.

e) On exchange goods sent to the factory, be sure to send back to the customer or dealer the SAME REVISION (Update) etc., as was sent in to be exchanged. Don't allow your customers and dealers to have to play Russian Roulette as far as getting back the same grade of goods they sent in.

Second, Atari has to realize just how potent the US Market is, to sit back and blithely state directions to be taken that are indeed going to lead to a situation of mediocrity then, it's time to listen to more opinions and let go of old ideas and impressions.

To boldly CUT OFF MAIL ORDER SALES is without a doubt, the worst and clearly the most hateful proposal made yet. Mail Order Sales are the most powerful wave of sales media in this country in forty years! The wave has yet to crest and ATARI is ignoring it! (INCREDIBLE!)

Whatever decisions are ultimately made, Atari must NEVER forget the volatile memory of the general population. A wise and prudent decision would be to cover ALL facets of the marketable population regardless of whether it's in the business or home computer community. The main reason for pointing this out is many individuals involved with business' needing computer applications are indeed operating out of their homes on a permanent basis. Now, with the popular advent of "FAX" machines, the Atari computer in the home will become an even more powerful tool in the business arena simply because the initial investment is easier to handle by most who would be involved in the "Cottage Computer Industry".

Basically if your goal is to have Atari be the number one selling computer in the United States for many years to come, with this in mind, the question comes up, "then why all the double talk?" Why practice the, "say one thing and do another", double standard so often?"

Federated Stores is gaining quite a reputation for itself already, reports are coming in that they are selling products well below the average dealer cost. Competitive sales practices are wonderful but, outright mass destruction of the dealers in a given area around a Federated Store is

simply an indication that Atari could care less about maintaining product value and good dealers who have been with Atari for some time. The real point here is, the corporate heads in Atari must either get together and follow direction or, GET GONE!

You now have a new department called "CREATIVE MARKETING" or some such silly title, the only thing seen from them are more "rubber band" news releases that are not quite in line with whats coming from corporate.

The conception, "IF A DEALER HAS NO STOREFRONT, HE IS NOT A DEALER" is so ridiculous it smacks of insanity, some of the very best consultants and sales organizations operate from small plain offices and homes. It becomes impossible to imagine the person thinking up this nonsense, ie.. "YOU CANNOT SELL A MEGA ST UNLESS YOU HAVE A STOREFRONT!"... how utterly dumb!....Leave the prospecting for sales to the consultants and dealers, Atari should concentrate on making the machines and KEEPING THEM AVAILABLE. We see now the 1040ST is back ordered! Why? Send to many to Germany in error? I think NOT! I am willing to bet FEDERATED has plenty of 1040ST machines. Could it be this "new" bundled deal is to deplete the mega ST inventory so when the new "E" model megas and 1040s hit the market there will be brisk sales? Don't worry, they will sell in any case. Atari has to get rid of the people in corporate who are so busy making sweetheart deals with old friends and comrades all over the country and start to focus on SALES overall.

It can be safely stated that specialty dealers, mail order firms and consultants are all quite willing and able to sell the ENTIRE product line, it appears Atari is not! A long range observation would be that Atari is either trying to get rid of all independent dealers in favor of a national company chain or, can't get rid of the dead wood in it's decision making process and thusly continues to come up with totally outrageous and dead end marketing practices.

I find myself at a loss to explain many of the decisions made in the corporate world, but I am sure most are needed at the time they are made. Atari has the potential of taking the US market and setting it on it's "ear" if only basic common sense were to be used in the approach to sell this market. Establishing "Prima-Donna" type dealers is not the way to go, four or five mail order firms equally placed in the US market, specialty dealers given protected territories and consultants to administer to the overall market, all with total product accessibility, will assure a marketing success. First and foremost, STOP CUTTHROAT PRACTICES! ala...FEDERATED.....

IBM realized this a number of years ago and proceeded to train the US population in one of the most successful indoctrination campaigns ever seen in commercial advertising. Why fight this? Use it to your advantage!

Picture in your mind a typical IBM appearing installation with it's monster price tags and it's endless NEEDED peripheral accessories. NOW, strategically placed on the same plate we see an ST WORK STATION all bought and paid for with a very pleased and pleasant looking computer operator finished with work and dreaming of a Tropical vacation! Or, A drab black and white plate of a MacIntosh and the same delightful representation of the ST.

Gentlemen, Putting Atari's best foot forward is not an insurmountable task.

Take the initiative, BE.. RADICAL - BOLD - OUTSTANDING! The American public just loves a refreshing change of pace and, a NEW NATIONAL ADVERTISING CAMPAIGN aligned with all the hype of the IBM, MAC etc.. WITHOUT THE SMUG ALOOFNESS AND MYSTERY PORTRAYED will crush the competition . Crazy you say? hmmmm, Look at it this way, do you have any idea how many ounces of CHEMICALS you consume every year? Almost 19! Look at the ad campaigns that literally crushed the sugar industry. Now, how crazy is a well conceived but radical ad campaign? 'Tis time to put away both the folks and ideas of the 60's and get started on making people pay some real attention to the ONLY POWERHOUSE computer able to handle most any situation!

The above comments and statements are a sample representation of users, dealers, developers and mass marketing firms who have been involved with Atari for the past few years. To find so many actually hostile towards Atari makes it so easy to believe the old adage, "where there is smoke there is fire"...

Atari, the fire alarm is ringing.....

next week,...GDOS and the developer's dilemma.....

Atari Desktop Publishing Solutions at CEPS
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Compiled by Steve Godun
ZMag Assistant Editor

At the Corporate Electronic Publishing Show (CEPS) in Chicago last month, Atari displayed new third-party software support for the Atari Desktop Publishing (DTP) system, based on the Atari Mega line of business computers and the Atari SML804 laser printer.

Atari has issued a challenge to DTP systems with Apple or IBM hardware and software platforms, demonstrating complete systems at a lower price with superior performance in most real-world applications. Said Chuck Babbitt, president of Atari Computer, "The press really thought we had something. We were showing a \$5,000 desktop publishing solution, and Apple was showing \$18,000 to \$20,000 systems. We are a real player in this market."

The newest software offering, Desktop Publisher ST from Timeworks in Deerfield, IL arrived in stores late last month. Suggested retail is \$129.95. Publisher uses a true GEM-based interface and offers word processing, page layout, graphics, and typesetting, including WYSIWYG display. The program allows users to import text from Word Writer STm 1st Word, and WordPerfect, as well as ASCII files from any other word processor. It fully supports the Atari SLM804 laser printer, taking less than one minute to produce a full page of text and graphics.

A family of Accessory Packs of ready-to-use graphics especially designed for a variety of applications will be available later this summer at \$39.95 retail. Timeworks offers free technical support to all registered users, a money-back guarantee, and an exclusive exchange policy. Timeworks Desktop Publisher ST runs on the Atari 520ST, 1040ST, and Mega computers.

Soft-Logik Publishing Corporation of St. Louis, MO has announced Publishing Partner Professional, an advanced version of its popular Publishing Partner, to start shipping in early June. Publishing Partner Professional supports auto-text flow around graphics, auto hyphenation, auto kerning, a spelling dictionary, and grouping of multiple objects. It offers the ability to rotate, slant, or twist text and objects, and special functions for color printing. Publishing Partner Professional also allows users to import text from Word Writer ST, 1st Word, Word-Perfect, and ASCII files. According to Shawn Fogle, president, Soft-Logik has dramatically improved the printing speed when used with the Atari SLM804 laser printer -- now about 55 seconds to produce a full page of text and graphics.

Publishing Partner Professional includes a driver for the Atari SLM804 laser printer, and support for a number of dot matrix and laser printers, including PostScript for devices like the Linotronic phototypesetter.

Publishing Partner and Publishing Partner Professional offers a unique font scaling technique to allow characters at any point size between 2 and 216, and many other features. Both programs function with Atari's 520ST, 1040ST, and Mega computers.

According to one of Publish! magazine's staff, upon viewing Publishing Partner Professional at the CEPS show, "This program has features that no other desktop publishing package has, like kerning tables and color separations! I'm really impressed." Look for a full review of the Atari DTP system in a future issue of Publish! and Personal Publishing.

Publishing Partner Professional will sell at \$199.95 retail. Registered Publishing Partner owners may receive an upgrade for only \$50 in a program just extended to June 1. The suggested retail price of the original Publishing Partner has been lowered from \$149.95 to \$89.95.

Mirrorsoft's Fleet Street Publisher is a desktop publishing program out of Great Britain. Marketed here by Spectrum Holobyte of Oakland, CA, Fleet Street will fully support the Atari SLM804 laser printer with a release due soon. Additional graphics libraries also will become available. The current version works on the 520ST and 1040ST and retails for \$149.95.

Fleet Street runs under GEM so it's friendly and easy to use. It includes a library of ready-to-use graphic images, a pixel editor for creating and adapting graphics, six fonts, and box and rule drawing in multiple weights and shades. International character sets are available.

Another package from Europe is Calamus, being sold in the US by ISD Marketing in Canada. It is currently anticipated that Calamus will appear in stores in June. It offers many high-level features, including a full GEM interface, scalable fonts from Monotype, polygon functions, an integrated diagram graphics program with functions including vector graphics, and support for a number of printers, including the Atari SLM804. Calamus for the Mega will retail at \$449.95, and a fully compatible scaled down version will be available for the 1040ST at \$199.95.

At the higher end of the marketplace, Atari is producing the G.O. Graphics' Deskset, a high-quality desktop typesetting program designed for use with the Atari Mega and SLM804 laser printer. Deskset is a professional level typesetting package which uses genuine CompuGraphic scalable fonts and WYSIWYG preview. It includes automatic hyphenation

and justification, character pair kerning, automatic character compensation, and multiple exception hyphenation dictionaries. Deskset uses a GEM interface and typesetting commands identical to those found in CompuGraphic typesetting systems. Deskset is soon to be released -- it's currently in beta testing -- and will retail for around \$500.

All of these packages allow users to import text from ASCII files from any word processor. Graphics can be picked up directly from either Degas, NeoChrome, GEM Draw, or Easy-Draw formats.

Supercharged Easy-Draw from Migraph, in Federal Way, WA offers the combination of the popular graphics program with a graphics file converter. The Supercharger allows Easy-Draw to load bit images from NeoChrome or Degas, as well as scanned images of portions of any screen display.

Excellent for use as a low-end desktop publisher for the production of forms and flyers, Easy-Draw 2.3 also offers use of fonts, and takes full advantage of the speed and versatility of the Atari SML804 laser printer, composing a full page of text and graphics in only 30-40 seconds. Easy-Draw without the Supercharger is often used as a drawing tool for the creation of scalable images, which are then imported into the DTP packages mentioned earlier.

Supercharged Easy-Draw retails for \$149.95. Easy-Draw end-users can upgrade by purchasing the Supercharger directly from Migraph.

In another corner of the desktop publishing marketplace is a sophisticated word processor, Microsoft Write (\$129.95). Write offers a number of different fonts and simple page layout commands to produce professional-looking reports and documentation quickly.

Another key component of the Atari Desktop Publishing system is the ST Scan package from Navarone Industries in Campbell, CA., consisting of a high-speed interface and a Canon Image Scanner, the package allows you to digitize photographs, line art, or other types of images, for use with your Atari computer. The single-sheet scanner retails for \$1239. The flat-bed scanner, which can accept any type of bound material to a maximum of 8.5"x12", retails for \$1779. The ST Scan package supports Degas, .IMG, and PostScript image formats, in resolutions of 75 to 300 dots per inch.

IMPORTANT NOTICE!

As a reader of ST Report Magazine, you are entitled to take advantage of a special DELPHI membership offer. For only \$29.95 (\$20 off the standard membership price!), you will receive a lifetime subscription to DELPHI, a copy of the 500-page "DELPHI: The Official Guide," and a credit equal to one free evening hour at standard connect rates.

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Description of MIDI Status Bytes.
Michel Poirier
MIDICOM, Montreal 167/111

CHANNEL VOICE MESSAGES

Status byte	#	Description
1000 nnnn : 80 - 8F : 128 - 143	2	Note OFF
1001 nnnn : 90 - 9F : 144 - 159	2	Note ON
1010 nnnn : A0 - AF : 160 - 175	2	Polyphonic Key Pressure (after touch)
1011 nnnn : B0 - BF : 176 - 191	2	Control Change
1100 nnnn : C0 - CF : 192 - 207	1	Program Change
1101 nnnn : D0 - DF : 208 - 223	1	Channel Pressure (after touch)
1110 nnnn : E0 - EF : 224 - 239	2	Pitch Wheel

CHANNEL MODE MESSAGES

Status byte	#	Description
1011 nnnn : B0 - BF : 176 - 191	2	Channel Mode Select (Mono, Poly, Omni)

SYSTEM MESSAGES

Status byte	#	Description
1111 0000 : F0 : 240	*	System Exclusive * Variable
1111 0sss : F1 - F7 : 241 - 247	*	System Common * 0 to 2
1111 1ttt : F8 - FF : 248 - 255	0	System Real Time

- Symbol "#" represents the number of Data following that Status byte.

- In Voice & Mode Messages, "nnnn"+1 = Channel Number.

CODE2 Channel Voice Messages.
Michel Poirier
MIDICOM, Montreal 167/111

Status Byte	Data Byte	Data Byte	Description	Detail
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1000	nnnn	:	0kkk	kkkk	0vvv	vvvv	Note OFF	n: Channel
80	8F	:	00	7F	00	7F		k: Note number
128	143	:	0	127	0	127		v: Velocity

Status Byte	Data Byte	Data Byte	Description	Detail				
1001	nnnn	:	0kkk	kkkk	0vvv	vvvv	Note ON	n: Channel
90	9F	:	00	7F	00	7F		k: Note number
144	159	:	0	127	0	127		v: Velocity

Status Byte	Data Byte	Data Byte	Description	Detail				
1010	nnnn	:	0kkk	kkkk	0vvv	vvvv	Poly Key Pressure	n: Channel
A0	AF	:	00	7F	00	7F		k: Note number
160	175	:	0	127	0	127		v: Pressure Value

Status Byte	Data Byte	Data Byte	Description	Detail				
1011	nnnn	:	0ccc	cccc	0vvv	vvvv	Control Change	n: Channel
B0	BF	:	00	79	00	7F		c: Control Number *
176	191	:	0	121	0	127		v: Control Value

* Control Number 122-127 reserved for Channel Mode

Status Byte	Data Byte	Data Byte	Description	Detail				
1100	nnnn	:	0ppp	pppp			Program Change	n: Channel
C0	CF	:	00	7F				p: Program number
192	207	:	0	127				

Status Byte	Data Byte	Data Byte	Description	Detail				
1101	nnnn	:	0vvv	vvvv			Channel Pressure	n: Channel
D0	DF	:	00	7F				v: Pressure Value
208	223	:	0	127				

Status Byte	Data Byte	Data Byte	Description	Detail				
1110	nnnn	:	0mmmm	mmmmm	0lll	llll	Pitch Wheel	n: Channel
E0	EF	:	00	7F	00	7F		m: MSB Value
224	239	:	0	127	0	127		l: LSB Value

CODE3 Channel Mode Messages.
Michel Poirier
MIDICOM, Montreal 167/111

Status Byte	Data Byte	Data Byte	Description	Detail				
1011	nnnn	:	0ccc	cccc	0vvv	vvvv	Channel Mode Select	n: Channel
B0	BF	:	7A	7F	00	7F		c: Control Number
176	191	:	122	127	0	127		v: Value

Data	Binary	Hx	Dec	Description
c =	0111 1010	7A	122	Local Control
v =	0000 0000	00	0	Local Control OFF
v =	0111 1111	7F	127	Local Control ON


```

-----
s = 1111 0101 F5 245 Undefined
-----
s = 1111 0110 F6 246 Tune Request
-----
s = 1111 0111 F7 247 End of Exclusive
-----

```

Status	Byte	Data	Byte	Data	Byte	Description	Detail
1111	1ttt	:	No Data		No Data	System Real Time	t: Timing Message
F8	FF	:					
248	255	:					

Data	Binary	Hx	Dec	Description
t =	1111 1000	F8	248	Timing Clock
t =	1111 1001	F9	249	Undefined
t =	1111 1010	FA	250	Start
t =	1111 1011	FB	251	Continue
t =	1111 1100	FC	252	Stop
t =	1111 1101	FD	253	Undefined
t =	1111 1110	FE	254	Active Sensing
t =	1111 1111	FF	255	System Reset

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## MACRO MOUSE

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by Charles F. Johnson

\* Records everything you do with the mouse, and everything you type on the keyboard, then plays it all back in real time. The mouse pointer moves from place to place on screen, selects files, etc. as if a ghost were operating your ST! You can run programs, exit, and run other programs, all under the control of MACRO MOUSE.

\* Compatible with almost every ST program, including .TOS and .TTP programs. Also fully compatible with hard drives.

\* Up to 4 macro recordings can be held in memory at once. The size of each buffer is easily configurable with the (included) GEM-based "Configurator" program.

\* Save and load macro recordings to and from disk.

\* Buffers can be automatically loaded with a set of macros at boot time.

\* Auto-run macros will execute when you power up your computer.

- \* "Hot-Key" feature lets you record, play, or loop a macro with one keypress.
- \* A "punch-in" feature lets you play a macro, then instantly switch into recording mode when you move the mouse or type any key.
- \* "Endless loop" feature is terrific for demos of any type; a macro recording will play until you type in the secret code word (and no one can interrupt it otherwise, neither by moving the mouse nor by typing any other keys).
- \* Loop points can be set while recording, to repeat a section for a specified number of times. Pauses can also be recorded, to allow a user to select a file or answer a prompt, then continue the playback.
- \* Recordings can be chained, and loaded from disk automatically during playback, effectively eliminating memory limitations.
- \* Text messages can be displayed at any point in a recording. MACRO MOUSE will either wait for a keypress while the message is displayed, or wait for a specified number of seconds and then continue.
- \* On-screen counter displays the amount of memory left as you record. Can be turned on and off.
- \* Playbacks can be paused and restarted with a simple keypress.
- \* While playing a macro, moving the mouse or typing any key will instantly stop the playback (like a car's 'cruise control' feature). It can then be resumed from the point at which it stopped by typing a simple key combination.

#### List of features - MACRO UTILITIES

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- \* The MACRO UTILITIES are a set of very useful desktop tools, accessible from within almost ANY ST program, not just GEM-based programs. NOT a desk accessory, Macro Utilities are accessed by typing the Alternate-Help key combination.
- \* Installs automatically at boot time from within an AUTO folder.
- \* Interfaces with Macro Mouse to extend its capabilities. (Both programs also work fine on their own.)
- \* If you're still using the ST's drab, boring file selector (see below!) Macro Utilities will let you change drives with only TWO keypresses.
- \* Adjust the screen colors in any resolution, in any program, at any time.
- \* Instantly switch to one of 10 user-definable color palettes, and save and load sets of palettes to and from disk.
- \* Display and change the current time and date.
- \* Change the keyboard repeat and delay rates, and turn audible

keyclicks on or off.

- \* Turn disk write-verify on and off. (Turning off write-verify greatly increases the speed of disk operations.)
- \* Display the amount of free RAM memory in your computer.
- \* Includes a four-function, 32 bit decimal/hexadecimal calculator.
- \* Echo all low-level screen output to the printer.
- \* Load and save Macro Mouse recordings at any time, whether you have access to the desk accessories or not.
- \* Save a "snapshot" of the screen (in DEGAS picture format) to a disk file AT ANY TIME. Again, you don't need access to the desk accessories to use this feature. Every other snapshot utility uses a 32K screen buffer...Macro Utilities saves the screen directly from RAM, without gobbling up that precious memory.
- \* Insert characters from the upper half of the ST's character set into any document. (All the foreign language, scientific, trademark, copyright, and other symbols are in the upper half of the ST's font.)
- \* Send a string of text or numeric printer codes to ANY type of printer at ANY time. This feature can also be used as an "electronic typewriter" for typing one line of text at a time on your printer.
- \* Perform a cold or warm reset, equivalent to pressing the RESET key on the back of your ST. (Mega ST owners can stop reaching around the back of that system unit...)
- \* The MACRO UTILITIES program can be configured so that your ideal color palette, key settings, write-verify status, etc. are set automatically when you start your computer. (Throw away that memory-wasting Control Panel!)
- \* Written entirely in assembly language, uses only about 10K of RAM.

#### List of features - START SELECTOR

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The START SELECTOR is a complete replacement for the dreaded ST GEM File Selector, maintaining full compatibility with the original while adding many new and useful features. The program runs from an AUTO folder on your start-up disk, and intercepts EVERY call to the File Selector, from EVERY program. Thus, any GEM program that tries to use the system's File Selector will find itself using the START SELECTOR instead --- programs like 1st Word, Word Writer, DEGAS Elite, CAD 3D, Cyber Paint, Spectrum 512, GFA Basic...you name it.

If you already know how to use the GEM File Selector, you won't have to learn anything new to use the START SELECTOR. Every feature of the system selector has been faithfully duplicated. However, the START SELECTOR goes well beyond the system selector in terms of ease-of-use and functionality.

The features of the START SELECTOR include:

- \* A maximum of 300 files can be displayed in any one directory, instead of the system selector's 100.
- \* New disk drives can be selected by clicking on a button...no need to edit the directory line. TOS allows up to 16 logical drives to be connected to the ST; the START SELECTOR gives you access to ALL of them at once.
- \* Double-clicking on any drive button displays the amount of free space left on that disk.
- \* The filename window displays 16 titles instead of 9, and also shows the total number of files (including folders) in each directory.
- \* In addition to the filenames, you can also display the size and time/date stamp of each file.
- \* High-speed filename scrolling routines.
- \* A button is provided to toggle between the original search specification and " \*.\*", to make it easy to show all files in a particular directory.
- \* When displaying subdirectories, you can instantly back out to any level by double-clicking on the folder name on the "Path Specification" line, or by using the close box.
- \* The START SELECTOR provides a programmer-accessible title box with two lines of 13 characters each. The title lines may be passed to the normal fsel\_input call in a manner totally transparent to the system. (In other words, if the START SELECTOR is active, you see your title; if not, the system file selector works normally.) Details on using the START SELECTOR's title box are available on request.
- \* If you try to go too deep into subdirectories (folders) and cause the pathname to overflow the "Directory" line, the system file selector will die a nasty and brutish death. SUPER SELECTOR is protected against this catastrophe; the "Path Specification" line only displays the first 38 characters of a path. (The full path spec is, of course, still active!)
- \* The START SELECTOR also will NOT crash if you try to read a drive that has no disk in it. The system file selector gets very unhappy (read "it crashes") in this situation.
- \* Written entirely in assembly language, so it's fast and compact.
- \* Uses only about 20K of RAM.
- \* Compatible with ALL GEM programs, and all ST computers with TOS in ROM.

NOTE: The START SELECTOR was published in the May 1988 issue of START magazine. It is included with Macro Mouse if you order now as a special bonus program.

To order Macro Mouse, contact:

The Catalog  
544 Second Street  
San Francisco, CA 94107

VISA/Mastercard orders: (800) 234-7001

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ATARI SEES ITS UNIT NEAR BREAK-EVEN  
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According to Reuters, though losses from Federated Group continue to hurt earnings, Atari said it expects Federated to just about break even in the second and third quarters and a modest profit in the fourth quarter. Atari also said it is reducing costs and improving product mix, margins and sales. Without Federated, Atari said it would have earned \$15.3 million, or 26 cents per share, on sales of \$97.7 million in 1988.

Atari's net income was \$5.67 million, or 10 cents per share, on net sales of \$169.23 million for the first quarter, down from \$15.26 million, or 26 cents, on sales of 165.13 million a year earlier. Last year's results included a gain of \$5.89 million. Additionally, the company said the Atari computer and video game segment generated "significant" increases in sales volume. The continuing shortage of Dynamic Random Access Memory, however, has had a negative impact on sales, but Atari expects the DRAM shortage and related high cost will begin to ease later this year.

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Atari's Annual Report  
Forecasts Bright Fiscal Future

Atari's 1987 Annual Report was mailed to stockholders earlier this month, just weeks after the company appeared on the Fortune 500 list for the first time. Net sales for the corporation, including the Federated Group chain of consumer electronics stores acquired late last year, net sales were \$493 million, an increase of 91%. This placed Atari as #484 among US corporations in total sales, according to Fortune magazine.

Without the inclusion of Federated's figures, Atari's net sales were a record \$363.8 million, an increase of 42%. Operating income was \$72 million, an increase of 49%, and income before extraordinary item was \$46.6 million. Earnings (before extraordinary item) were \$0.80 per share, compared to \$0.53 in 1986, an increase of 51%.

In the Fortune survey, Atari ranked #264 in net profits, #400 in total



assets, #414 in stockholder's equity, #337 in market value, #42 in profit as a percentage of sales, #61 in profit as a percentage of assets, #19 in profit as a percentage of stockholder's equity, and #53 in total return to investors.

The annual report focused on the growth of Atari's markets overseas. Atari opened new subsidiaries in Sweden, Spain, Australia, and Mexico. There has been a dramatic increase in European sales of the Atari 520ST and 1040ST computers. Demand in 1987 rose so sharply that the US marketing assault has been postponed as Atari strives to increase production capacities. The situation is expected to improve this year.

Atari shipped a number of new products in the last year, including the new Mega line of computers and the SLM804 laser printer. Video games were in high demand, and sales of the new XE Game System did well, as well as a number of new software titles.

According to the Annual Report, Atari is planning on expanding the ST computer line further by introducing a 32-bit system driven by a 68030 Motorola microprocessor. This powerful workstation would feature on-chip memory management and cache providing extremely fast internal RAM operations. With an industry-standard Unix operating system, the machine would be fully supported by existing software for office automation, engineering, and database management. The 68030 system is targeted for shipping in the fourth quarter of 1988.

Atari also anticipates releasing the long-awaited CD-ROM later this year. The unit will offer both audio and read-only data for users requiring large amounts of data. Each condensed disk can hold up to 540 megabytes of information!

Also, Atari is still looking to acquire, or form a strategic alliance with, a semiconductor manufacturing plant. In part, this would solve the crucial DRAM (Dynamic Random Access Memory) ship shortage currently gripping the company and the industry.

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